

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) An Internet-based recording method for recording audio and video material over an Internet connection established between a user front end and a host back end, the method comprising:

delivering user interface code over the Internet for use in an Internet browser, wherein the user interface code is executed through the Internet browser at the user front end and initiates the streaming of audio and video material from a recording device on the user front end to the host back end over the Internet, the audio and video material streamed as it is being captured with the recording device, not as a complete video file on the user front end;

recording the audio and video material on the host back end and storing the recorded audio and video material as a complete video file; and

providing access to the recorded audio and video material.

2. (Original) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

3. (Original) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

4. (Previously Presented) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, linking the recorded audio and video material at the host back end to a pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

5. (Original) The method of claim 4, wherein the pointer is a hyperlink.

6. (Previously Presented) The method of claim 1, wherein recording the audio and video material further comprises:

producing hypertext markup language code associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

7. (Previously Presented) The method of claim 6, wherein providing access to the recorded audio and video material comprises:

enabling access to the recorded audio and video material at the host back end from at least one additional location by copying the hypertext markup language code produced at the host back end and pasting the hypertext markup language code to the at least one additional location.

8. (Original) The method of claim 7, wherein the at least one additional location is an auction site.

9. (Original) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

10. (Previously Presented) The method of claim 9, wherein the recorded audio and video material includes a recorded audio portion and a recorded video portion, and wherein enabling recorded audio and video material on the host back end to be edited from the user front end comprises:

in response to input from the user front end, enabling audio material to be re-dubbed over the recorded audio portion of the recorded audio and video material at the host back end while retaining the recorded video portion of the recorded audio and video material at the host back end.

11. (Previously Presented) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material at the host back end to at least one additional location.

12. (Previously Presented) The method of claim 1, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

13-59. (Withdrawn)

60. (Previously Presented) The method of claim 1, wherein a user interface is generated in the Internet browser based on the user interface code.

61. (Previously Presented) The method of claim 60, wherein the user interface displays the video material being streamed from the recording device.

62. (Previously Presented) The method of claim 60, wherein the audio and video

material is streamed from the recording device on the user front end to the host back end in response to a user interaction with the user interface.

63. (Previously Presented) The method of claim 62, further comprising:

receiving a request to begin recording on the host back end, the request being in response to the user interaction.

64. (Currently Amended) A system for recording audio and video material over an Internet connection established between a user front end and a host back end comprising:

a delivery module that delivers user interface code over the Internet for use in an Internet browser, wherein the user interface code is executed through the Internet browser at the user front end and initiates the streaming of audio and video material from a recording device on the user front end to the host back end over the Internet, the audio and video material streamed as it is being captured with the recording device, not as a complete video file on the user front end;

[[a]] one or more recording modules ~~that records~~ record the audio and video material on the host back end and store the recorded audio and video material as a complete video file; and

an access module that provides access to the recorded audio and video material.

65. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

66. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

67. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, linking the recorded audio and video material at the host back end to a pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

68. (Previously Presented) The system of claim 67, wherein the pointer is a hyperlink.

69. (Previously Presented) The system of claim 64, wherein recording the audio and video material further comprises:

producing hypertext markup language code associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

70. (Previously Presented) The system of claim 69, wherein providing access to the recorded audio and video material comprises:

enabling access to the recorded audio and video material at the host back end from at least one additional location by copying the hypertext markup language code produced at the host back end and pasting the hypertext markup language code to the at least one additional location.

71. (Previously Presented) The system of claim 70, wherein the at least one additional location is an auction site.

72. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

73. (Previously Presented) The system of claim 72, wherein the recorded audio and video material includes a recorded audio portion and a recorded video portion, and wherein enabling recorded audio and video material on the host back end to be edited from the user front end comprises:

in response to input from the user front end, enabling audio material to be re-dubbed over the recorded audio portion of the recorded audio and video material at the host back end while retaining the recorded video portion of the recorded audio and video material at the host back end.

74. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material at the host back end to at least one additional location.

75. (Previously Presented) The system of claim 64, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

76. (Previously Presented) The system of claim 64, wherein a user interface is generated in the Internet browser based on the user interface code.

77. (Previously Presented) The system of claim 76, wherein the user interface displays the video material being streamed from the recording device.

78. (Previously Presented) The system of claim 76, wherein the audio and video material is streamed from the recording device on the user front end to the host back end in response to a user interaction with the user interface.

79. (Previously Presented) The system of claim 78, wherein recording the audio and video material on the host back end further comprises:

receiving a request to begin recording on the host back end, the request being in response to the user interaction.

80. (Currently Amended) An Internet-based recording method for recording audio and video material over an Internet connection established between a user front end and a host back end, the method comprising:

receiving user interface code over the Internet for use in an Internet browser;
executing the user interface code through the Internet browser at the user front end; and
streaming audio and video material from a recording device on the user front end to the host back end over the Internet, wherein the streaming is initiated by the user interface code, the audio and video material is streamed as it is being captured with the recording device, not as a complete video file on the user front end, and the audio and video material is recorded on the host back end and stored as a complete video file.

81. (Previously Presented) The method of claim 80, further comprising:

accessing the recorded audio and video material.

82. (Currently Amended) The method of claim 80, wherein accessing the recorded audio and video material comprises:

re-recording the recorded audio and video material from the user front end.

83. (Previously Presented) The method of claim 80, wherein accessing the recorded

audio and video material comprises:

providing a request to link the recorded audio and video material at the host back end to a pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

84. (Previously Presented) The method of claim 83, wherein the pointer is a hyperlink.

85. (Previously Presented) The method of claim 80, wherein accessing the recorded audio and video material comprises:

copying hypertext markup language code produced at the host back end and pasting the hypertext markup language code to at least one additional location, wherein the hypertext markup language code is associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

86. (Previously Presented) The method of claim 85, wherein the at least one additional location is an auction site.

87. (Previously Presented) The method of claim 80, wherein accessing the recorded audio and video material comprises:

editing the recorded audio and video material from the user front end.

88. (Previously Presented) The method of claim 80, wherein a user interface is generated in the Internet browser based on the user interface code.

89. (Previously Presented) The method of claim 88, wherein the user interface displays the video material being streamed from the recording device.

90. (Previously Presented) The method of claim 88, wherein the audio and video material is streamed from the recording device on the user front end to the host back end in

response to a user interaction with the user interface.

91. (Previously Presented) The method of claim 90, further comprising:
providing a request to begin recording on the host back end, the request being in response to the user interaction.

92. (Currently Amended) A system for recording audio and video material over an Internet connection established between a user front end and a host back end comprising:

a receiving module that receives user interface code over the Internet for use in an Internet browser;

an execution module that executes the user interface code through the Internet browser at the user front end; and

a streaming module that streams audio and video material from a recording device on the user front end to the host back end over the Internet, wherein the streaming is initiated by the user interface code, the audio and video material is streamed as it is being captured with the recording device, not as a complete video file on the user front end, and the audio and video material is recorded on the host back end and stored as a complete video file.

93. (Previously Presented) The system of claim 92, further comprising:

an access module that accesses the recorded audio and video material.

94. (Currently Amended) The system of claim 92, wherein accessing the recorded audio and video material comprises:

re-recording the recorded audio and video material from the user front end.

95. (Previously Presented) The system of claim 92, wherein accessing the recorded audio and video material comprises:

providing a request to link the recorded audio and video material at the host back end to a

pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material at the host back end.

96. (Previously Presented) The system of claim 95, wherein the pointer is a hyperlink.

97. (Previously Presented) The system of claim 92, wherein accessing the recorded audio and video material comprises:

copying hypertext markup language code produced at the host back end and pasting the hypertext markup language code to at least one additional location, wherein the hypertext markup language code is associated with the recorded audio and video material to facilitate accessing the recorded audio and video material.

98. (Previously Presented) The system of claim 97, wherein the at least one additional location is an auction site.

99. (Previously Presented) The system of claim 92, wherein accessing the recorded audio and video material comprises:

editing the recorded audio and video material from the user front end.

100. (Previously Presented) The system of claim 92, wherein a user interface is generated in the Internet browser based on the user interface code.

101. (Previously Presented) The system of claim 100, wherein the user interface displays the video material being streamed from the recording device.

102. (Previously Presented) The system of claim 100, wherein the audio and video material is streamed from the recording device on the user front end to the host back end in response to a user interaction with the user interface.

103. (Previously Presented) The system of claim 102, wherein streaming audio and

video material further comprises:

providing a request to begin recording on the host back end, the request being in response to the user interaction.

104. (Currently Amended) A Wi-Fi based recording method for recording audio and video material over a Wi-Fi connection established between a user front end and a host back end, the method comprising:

delivering user interface code over the Wi-Fi connection, wherein the user interface code is executed through the user front end and initiates the streaming of audio and video material from a recording device on the user front end to the host back end over the Wi-Fi connection, the audio and video material streamed as it is being captured with the recording device, not as a complete video file on the user front end;

recording the audio and video material on the host back end and storing the recorded audio and video material as a complete video file; and

providing access to the recorded audio and video material.

105. (Currently Amended) A wireless mobile communications based recording method for recording audio and video material over a wireless mobile connection established between a user front end and a host back end, the method comprising:

delivering user interface code over the wireless mobile connection, wherein the user interface code is executed through the user front end and initiates the streaming of audio and video material from a recording device on the user front end to the host back end over the wireless mobile connection, the audio and video material streamed as it is being captured with the recording device, not as a complete video file on the user front end;

recording the audio and video material on the host back end and storing the recorded

audio and video material as a complete video file; and

providing access to the recorded audio and video material.